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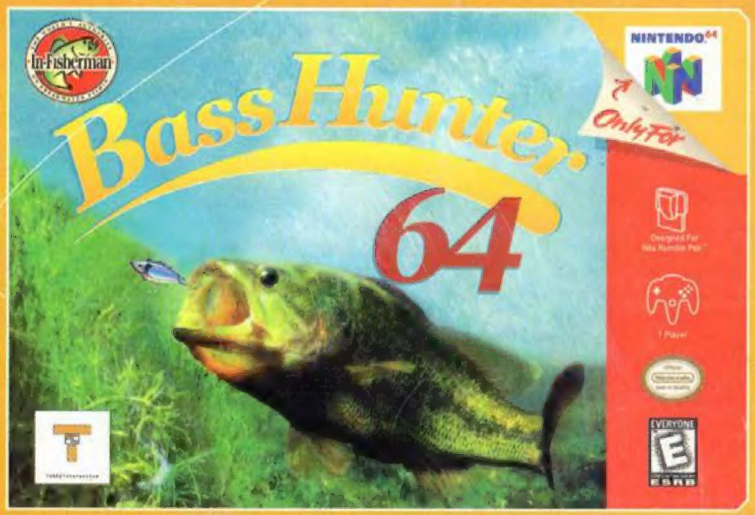

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INSTRUCTION BOOKLET

NUS-NM3E-USA

MONSTER TRUCK MADNESS 64

SOLD BY

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EVERYONE
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CONTENT RATED BY
ESRB

Microsoft

NINTENDO 64

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GETTING STARTED

With the power turned off, insert the cartridge into the control deck, then turn the power switch on. For multi-player functions, multiple controllers must be inserted into the control deck.

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Rumble Pak:

Make sure that the Rumble Pak is connected to the Controller before the Control Deck is turned on.

INTRODUCTION

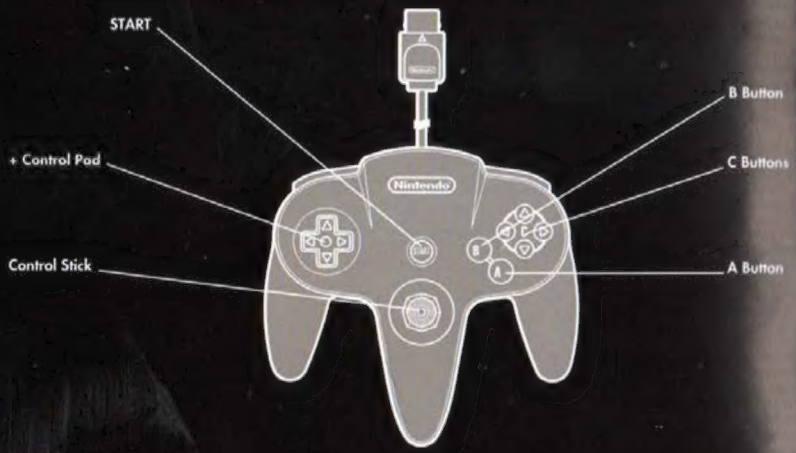
Are you plugged in? Got your seatbelt buckled? Climb into the cockpit of the biggest and baddest Monster Trucks around. Prepare for some eye-popping, pulse pounding excitement as you race behind the wheel of the most massive Monster Trucks ever to pummel opponents and pulverize pavement.

You'll have to drive like a maniac to get to the finish line. Not to worry, with 19 of the most popular Monster Trucks to choose from, who's going to get in your way? All that matters is hitting your checkpoints and finishing first, even if it means going way off-road and finding a shortcut. To make things even more interesting, you'll find Monster Power-Ups sprinkled across the landscape. Once your driving skills are honed, challenge your buddies, to real 2, 3 or 4 player simultaneous split screen action.

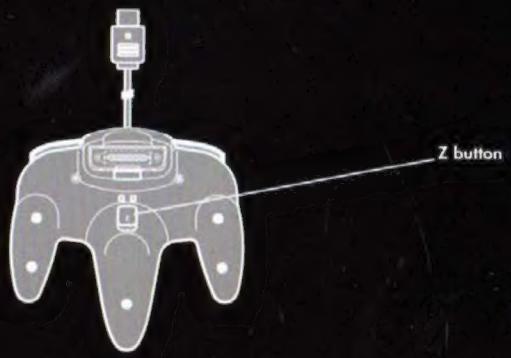
Do unto others as they would do unto you.

THE CONTROLLER

This is how the controller is configured when you first start the game



C-Left, Right	-	Select camera angle
C-Up, Down	-	Zoom camera in/out, Cockpit view
A	-	Gas, select Option
B	-	Brake, cancel Option
Analog left, right	-	Steering
Analog Up	-	Select options
Analog down	-	Select options, reverse
Start	-	Pause
Control Pad	-	Honk Horn (down only)
Z Button	-	Use Power-Up



MAIN MENU

In the Main Menu screen you'll see 3 options to choose from. New Game, Options and Codes.

Game Options

The Main Menu screen has several options with submenus that allow you to choose the game type you wish to play and modify game settings.

Menu Selection:

The Control Pad or Control Stick up and down is used to highlight the Options.
Press the A Button to select options
Press the B Button to cancel or go back to the previous menu.

New Game:

Selecting New Game will take you to a submenu, the Game Type Select screen. Here you can choose from the 7 types of games Monster Truck Madness 64 has to offer.

Note: Select Battle to display the submenu where you can choose Soccer, Hockey, or Summit Rumble.

Exhibition

1-4 players race on one of several tracks.

Battle Games

1-4 players.
Select Battle to display a submenu where you can choose Soccer, Hockey, Police Chase, Tag, and Summit Rumble.

Circuit

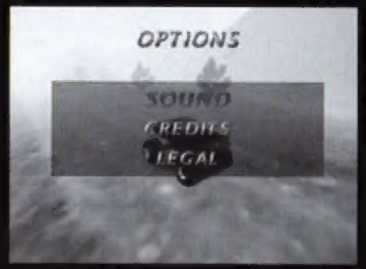
Single player.
Race against the computer. Make sure you hit all the checkpoints and place first to advance to the next race in the circuit.

Options:

Select Options to gain access to the following:

Sound

Adjust the volume of the game's music and sound effects.



Codes:
This is where you can input codes to continue games. To input a code, highlight a letter and then press A to input. When you are finished, press Done.

Pausing the Game
Press Start to pause the game. Press Start again to resume play. You can also quit a game in progress by highlighting Quit and pressing Start.

You can also change the Sound Options during the game in the Pause Screen.

Cockpit Cam:
Get that much closer to the real thing; climb inside the cockpit. Press the C-Up button until the camera zooms into the truck, giving you a cockpit view.

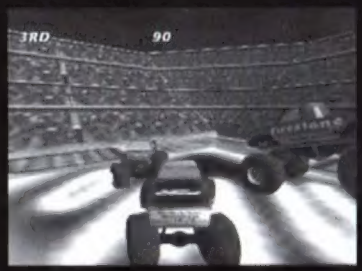
GAME MODES

Ready to get muddy? Here are all the different ways to cause monster mania and have mountains of fun.

Exhibition:
1 to 4 players simultaneous split screen.
This is the quickest way to dive into the game and have fun driving Monster Trucks. Up to four players can race against each other or race against the computer. All you have to do is pick a Monster Truck and a Track to race it on! The object of the race is to finish first. The only rule is that you have to go through checkpoints in the designated order. Check points are displayed on the on-screen map as flashing red dots. Beyond that, you can "cheat" by taking shortcuts and doing everything possible to sabotage the efforts of your opponents.

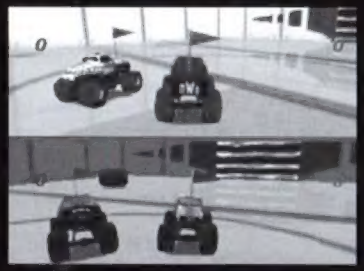
Circuit:
1 player.
Take on the computer in a Monster challenge of no-holds-barred racing. Players must go through all the designated Checkpoints and beat all the opponent vehicles to advance to the next track. There are 10 tracks to beat in order to win the game. Use Power-Ups and take shortcuts, because these big boys aren't going to let you bounce on by without a bruising battle.

Summit Rumble:
1 to 4 players simultaneous split screen.
All the action is focused on a platform in the center of an arena on top of a hill. When players are on the platform, 10 points are added to their score for every second they remain. When players are off the platform, 1 point is subtracted every second. When players are knocked off the platform, they lose 50 points. The goal is to achieve the highest score before the clock runs out. You have 5 minutes to become the King of the Hill!



Monster Truck Soccer:
1 to 4 players simultaneous split screen.
The Monster Trucks are placed in an indoor soccer field with a gigantic soccer ball. In a Herculean fight of momentum and power, the Monster Trucks fight to push the ball through the opposing goals. One team will shoot at the red goal and the other team will shoot for the blue goal. Each truck will have a flag that represents which team they are on. Shoot for the opposite color goal. The match lasts 5 minutes.
In case of a tie, the game will go into Sudden Death.
In Sudden Death, the first team to score wins.

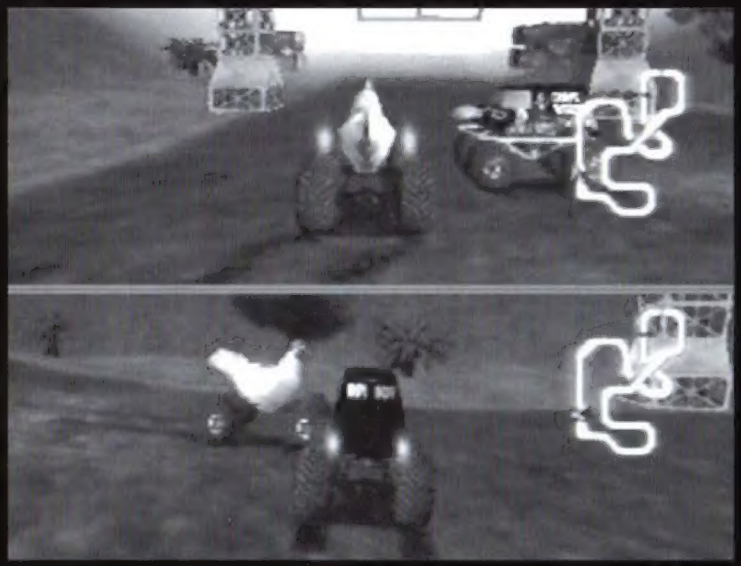
Monster Truck Hockey:
1 to 4 players simultaneous split screen. The same rules as Soccer, except that the Monster Trucks are placed in a giant ice rink! A gigantic Monster Truck Tire has replaced the puck. One team will shoot at the red goal and the other team will shoot for the blue goal. Each truck will have a flag to represent which team they are on. The match lasts five minutes. In case of a tie the game will go into Sudden Death. In Sudden Death the first team to score wins.



Chase:
2 to 4 player simultaneous split screen.
One player chooses to be a Monster Truck the other players will be Police Trucks. The Monster Truck races for the check points while the Police Trucks (equipped with shields) try to stop him. The object for the police is to pin the bad-guy. The object for the bad-guy is to reach the Finish before time runs out.

TAG

2 to 4 player simultaneous split screen.
What's the worst fate for a Monster Truck?
To become a 5 ton chicken!



When the game starts, one player will start as the chicken. The goal is not to be the chicken. When you are the chicken, you need to tag another truck. When you have successfully tagged another truck, you will no longer be the chicken. The truck you tagged will be. To accumulate points the fastest, stay close to the chicken, but not too close!! or you'll get tagged. At the end of 5 minutes, the player that has the most points wins.

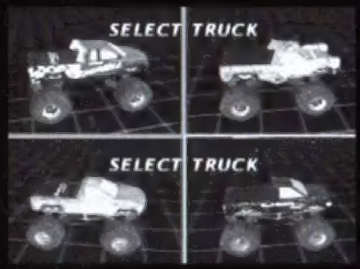
Monster Truck Selection:

After selecting a mode of play, you'll automatically be taken to the Monster Truck Select screen.

Press the C-Left or C-Right to scroll through the available Monster Trucks.You can rotate the camera around the Monster Truck by moving the Analog Stick. To see the Monster Truck in great detail, press the C -Up and C-Down to Zoom in and out.

Once you've picked the Monster Truck you want to drive press A.

If you are playing with friends, the Monster Truck selection is set up in a split screen with every player having their own menu.



Tracks and Arenas

Once you've chosen your Monster Truck, your next step is to pick a track on the Track Select screen. On this screen, you'll be able to choose the Track you want to race. You'll also get a fly-through preview of the level. Study it carefully to get the upper hand on your opponents.

You can select a track using the Control Stick left and right. When you have picked a track press A to select the track.

Note:
In Circuit Mode you must race the tracks in order. You will not be able to race the next track unless you beat the previous one.

Time of Day: Exhibition Mode Only

After selecting a Track, the Time of Day selection will appear. You may choose to race during the following times.

Day
A perfect time to race.
Dusk
Racing in the twilight.
Night
Feeling Brave? Try driving a Monster at night!
Pitch Black
Are you nuts?! Nothing but your headlights.

Weather Control: Exhibition Mode Only

The final selection you will need to make before the race begins is the Weather Control. Your choices are Clear, Rain, Fog and Snow.

Clear:
Perfect condition for racing.
Rain:
This will make the track slippery.
Fog:
Very thick fog that will make it difficult for you to see the track.
Snow:
Super slippery and when the snow gets deep it gets out of control.

Hint:
If you're really up for a challenge, try to race in Pitch Black time-of-day combined with the Fog or Snow weather conditions.

POWER UPS

Besides raw horsepower, Monster Truck Madness 64 steps it up a notch with Power-Ups, for even more potent monster power! Power-Ups are found scattered throughout each track environment, on the track and off road as well. You never know where a Power-Up may be hidden!

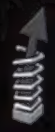
To earn a Power-Up simply drive over it. Once you have picked one up it will be displayed in the bottom left hand corner of the screen.

To activate the Power-Up, press the Z-button.

You can only have one Power-Up in your possession at any one time. When you earn a Power-Up, it replaces your current Power-Up.

Homing Missile:
You get 3 missiles when you pick up this Power-Up. The missile will track the closest opponent in front of you. Hitting your opponent causes a huge explosion that sends the Monster Truck flying through air. It will also damage the tires, making it difficult for your opponent to steer. Damage lasts 30 seconds and then the Monster Truck is restored to normal.

Shield:
Activates a force field around your Monster Truck. It will repel any attack, and if you collide into an opponent, it will send them flying.



Super Jump:
This Power-Up gives you the ability to make your Monster Truck jump on command. This is useful for jumping over obstacles and taking shortcuts.

Invisibility:
A very unique Power-Up, it will make your Monster Truck disappear in front of your eyes. Now there's something you don't see everyday! Use this to elude your enemies. Invisibility allows you to drive through almost everything!

Oil Slick:
Dump a big patch of oil that will send your opponents out of control.

Shrink Bomb:
Activate this Power-Up when you are near your opponents. Affected Monster Trucks are shrunk down to the size of a small dog while you remain huge. Now use your size to your advantage and smash your opponents!

Hover:
Converts your Monster Truck to allow for hover mode. This is great for getting over water or anything else that may slow you down otherwise.

Nitro:
A super boost of speed that accelerates you to maximum speed in a blink of an eye. Very useful to help get that extra acceleration to outrun opponents. You can deactivate Nitro by pressing the Brake button.

GAME SCREEN INFORMATION

Map: shows your current position on the track. Pressing the L button toggles between map and checkpoint finder.

Finder: Shows you the most direct route as the crow flies to the next checkpoint.

Choosing the map / finder:
Press the L button while playing to toggle between map and finder.

Continuing a Game:
After you complete a race you'll be given a code. Input the code into the Code screen. To input a code highlight a letter and press A. Make sure that you have copied it correctly. Once the code has been typed in move the cursor to Done and press the A button. If you have inputted the code correctly, the game will start from where you last left off.

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NOTES

NOTES

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